

# Miguel Vasquez Jr.

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<b>Skills:</b>	<b>Maya</b>	<b>Modeling</b>
	<b>ZBrush</b>	<b>Animation</b>
	<b>Photoshop</b>	<b>Rigging</b>
	<b>Substance Painter</b>	<b>Texturing</b>
	<b>Unity</b>	<b>Particle Effects</b>
	<b>Blender</b>	<b>Concept Design</b>
	<b>3DS Max</b>	<b>Mixed Reality (XR)</b>

## Experience:

<b>Animal Repair Shop</b>	<b>Pasadena, CA/Remote</b>
<b>Senior 3D Artist/Animator</b>	<b>2024- Present</b>

- 3D Generalist, 3D Lead, Modeling, Texturing, Rigging, Animating, FX and Unity Integration for upcoming AR/VR projects

<b>Possibility Space</b>	<b>Remote</b>
<b>Senior 3D Character Artist</b>	<b>2022-2024</b>

- Modeling and Texturing characters and props for unreleased Console/PC game

<b>WB Games</b>	<b>Remote</b>
<b>Senior 3D Artist</b>	<b>2021-2022</b>

- 3D Generalist, Modeling, Texturing, Rigging, Animating, and Unity Integration as part of Acme Labs team making various game prototypes

<b>Jam City</b>	<b>Burbank, CA</b>
<b>Senior 3D Artist</b>	<b>2019-2021</b>

- Modeled, Textured and Rigged Characters, Environments and Gameplay Assets at a high Disney approved quality level for Hit Mobile Title **Frozen Adventures**
- Provided 3D Art for game pitches and presentations
- Supported various internal teams with Modeling, Texturing and Unity Integration

<b>The Walt Disney Company - Disney Interactive</b>	<b>Glendale, CA</b>
<b>3D Artist/Animator</b>	<b>2012-2019</b>

- Modeled, Textured, Rigged, and Animated Characters, Environments and Gameplay Assets at a high Lucasfilm approved quality level for #1 Hit Augmented Reality Title **Star Wars: Jedi Challenges**
- Rigged and Animated Characters at a high Marvel approved quality level for Augmented Reality Title **Marvel: Dimension of Heroes**
- Modeled & Textured Characters, Environments and Gameplay Assets at a high Pixar approved quality level for #1 Hit Title **Inside Out Thought Bubbles**
- Modeled, Textured, Animated Characters and Environmental elements for Hit Mobile Titles **Club Penguin Island**, **Temple Run Oz**, **Enchanted Tales**, **Disney Mix**, **Stack Rabbit**, **Dodo Pop** and **Checkout Challenge**
- Prototyped a long list of games and ideas as a Maya Generalist and Illustrator

<b>Ingenuity Studios</b>	<b>Hollywood, CA</b>
<b>Concept Design / 3D Artist</b>	<b>2012</b>

- Designed Creatures, SFX and Props for **Katy Perry's Wide Awake** Music Video and **Truth Flavor Monsters** commercial campaign
- Modeled and Textured characters & props using Max, Mari & ZBrush
- Assisted with Matte Painting on various projects

<b>Education:</b>	<b>The Art Institute of California-Los Angeles</b>	<b>Fall 2011</b>
	Bachelor of Science Degree in Media Arts & Animation	